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## The bard' s tale build guide

Next Party Team's six prev party team management team selection in Bard's Tale IV is extremely important. A well-chosen team can transform into an unstoppable force that will cause enemy units to fall apart. You can have up to six teammates in the game, but you can only move with a team of four at the beginning of the game. In this chapter you will find two recommended team compositions for a four-person operation. The core team Of His is the most basic team, because it consists of one representative of each class, which is implemented in the game. An example of a team composition. Character ClassUU used the skillsFunctionFighterLumbering Strike, Storm of Blades, ChopThis is the most resilient character in the team. It should always stand in front. This character should draw the attention of enemies at all costs so that opponents focus on him. That's how you cover the rest of the team. PractitionerDragons Breath, Arcane Firewalls, ScienceA Support Unit. It is characterized by the lowest statistics of the Constitution and should therefore stand directly behind the Fighter. Spell points that this class has at its disposal to trigger attacks that do not consume action points at the same time. Also use it to break enemy spells. RogueHide in Shadows, Cavity Search, Sinking AssaultThe Rogue can be located anywhere, although it works better in the front line where it has a greater ability to act. Deals the most damage of all classes. Use hide in shadows to distract and earn an extra bonus to attack. BardWayland's Watch, Kael's Rudiment, Sanctuary ScoreThis is a character who has a global impact on the fight, using songs that can significantly affect the fate of the battle. The Bard should be protected at all costs. Therefore, keep it in the second row. It has a force similar to Rogue, but can't afford to pay attention to itself. Two BardsBards are the strongest character class in The Bard IV Tale. They can sing songs that have a gigantic effect on the wave of battle. Therefore, you can replace Practice with another Bard. However, this will affect the skills that the other two classes must have. Character classUsed skillsFunctionFighterStorm blades, Chop, Head KnockerAs in the previous example, it will be used to draw enemies. In this case, however, he will also have to break the spells of enemy commentators. Therefore, the ability of the knocker of the head is also required. RogueHide in the Shadows, Cavity Search, Sinking Assault, ScienceThe rogue feature won't change significantly. You will still have to try to keep it hidden so that it does not pay too much attention to itself. However, he will also take responsibility for brewing potions for the team. BardWayland's Watch, Kael's Rudiment, Sanctuary ScoreTejarakt should be protected at all costs. This bard should be directly behind the fighter. Can use songs will have a huge impact on the fight. BardSanctuary Score, Wayland's Watch, Head Knocker, Storm of BladesThis bard should be in the front row. He's less focused on songs, but he's doing very well in a more direct fight. Like a fighter, it can also break the spells of enemy commentators. Next Party Team Six Prev Party Managing Teams Page 2 Download Game Guide PDF, ePub & iBooks Walkthrough, Secrets and Character Classes. The Bard's Tale IV Barrows Deep Game Guide is a set of guidelines for all players who deal with in-game character classes, abilities, and spells. Our guide describes every task and puzzle of this adventure story. This guide to The Bard's Tale IV: Barrows Deep is a complete solution with many guidelines to help you get through the story of the next bard. The entire guide is divided into two parts. The first is a guide to The Bard's Tale IV: Barrows Deep. Here you will find tips on the most important elements of the game, such as character creation and development, skills available for each character class (archetype), exploration and crafting of items. In this section of our guide you will also find the FAQ section. Here you will find answers to questions that may arise during the game. In addition, we have attached an attachment where you will find information about system and control requirements. In the second part of the guide you will find instruction for all the main and side tasks, divided into places where they take place. With these pages, you can easily find all the hidden chests and defeat all enemies you come across. You'll quickly gain basic knowledge of the game, but you'll also get through the tougher moments of history. The Bard's Tale IV is the fourth part of the dungeon-crawler series. The game is produced by InXile Entertainment. In this part we will once again visit the world known from previous parts of this fantasy universe. This time the adventure will focus on the city of Skara Brae. From there you will set out to explore the next dungeons. Of course, you will not be alone. You will be accompanied by a team of fantasy heroes that you can recruit during the game. Startup Basics FAQ The Guide to getting started on a new adventure isn't always easy. Sometimes problems can occur even from the very beginning. Here are some tips to help you before you start your adventure in Bard's Tale IV.Don't save the game too often – you can't save the game at any time. You need to use special lanterns. During a one-time stay, you can use each lantern only once. Therefore, save the game only in moments when you are absolutely sure that the nearest fight can cause serious problems. Collect all the loot and items - at first, when you suffer from a shortage of resources, and your weapon is not impressive, every item found can be Gold. All items you do not use may be sold. Check if the level of your characters - the progress of the character is shown very poorly. In fact, it's just a message in the upper left corner of the screen that tells you the skill points you can use. This promotion gives you access to further skills that you can use in battle, so the sooner you spend your skill points, the better. Check and check the strength of your enemies - each potential opponent is marked with the right color. Describes your chances of success in battle. Green means an opponent who is very easy to defeat, while red means almost certain death. Therefore, before each potential fight, check who you are actually planning to attack. Heal your team regularly - the team will not heal automatically. This means that after each fight your HP is not regenerated. You need to heal your team yourself. You can do this by saving the game or eating different types of food. Do not wait for the unit that your enemy sees you - surprise attack is extremely useful, because it avoids additional damage from the enemy. This is because enemies prepare the battle formation in the first rounds. BasicsTuete information about the basic mechanics of the game. Among other things, you'll learn how specific systems in the game work like combat or dialogue. The most important pages in this section are: User Interface - in this chapter you will learn what functions are performed by different elements of the interface.Combat - when exploring more sites you will encounter different enemies. This chapter explains how to master the basics of combat to defeat them. Exploration - the game world hides many secrets that can be discovered. Here you will find tips on how to do it effectively. Character development This chapter is dedicated to one of the most important aspects of the game, which is your character. The created character is the only member of the team that cannot be replaced. Therefore, it is worth rethinking your decision. This includes the following pages:Creating a character - here you will find a description of all the required steps to create your own character. Also learn about the highlighted choices you need to make on the character creation path. Leveling the marks - your character is constantly evolving. This chapter explains how the in-game level system works. FAQ It often happens that during the game there are specific questions about a specific problem. In this chapter you will find answers to questions that may arise during the game. InthroughIn this walkthrough, we described all the tasks of the main storyline, as well as side quests and additional quests. You will also find information about various secrets hidden in the game world. Main missions: Agnieszka Adamus (www.gamepressure.com) Next Basics User Interface Author : Agnieszka aadamus Adamus & Maja Majorca Nowacka for gamepressure.com Translator : Mateusz Magpull Pytlík Use the comments to submit updates and fixes to this guide. Page 3 Download Game Guide PDF, ePub & iBooks Walkthrough, Secrets and Character Classes. The Bard's Tale IV Barrows Deep Game Guide is a set of guidelines for all players who deal with in-game character classes, abilities, and spells. Our guide describes every task and puzzle of this adventure story. This guide to The Bard's Tale IV: Barrows Deep is a complete solution with many guidelines to help you get through the story of the next bard. The entire guide is divided into two parts. The first is a guide to The Bard's Tale IV: Barrows Deep. 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